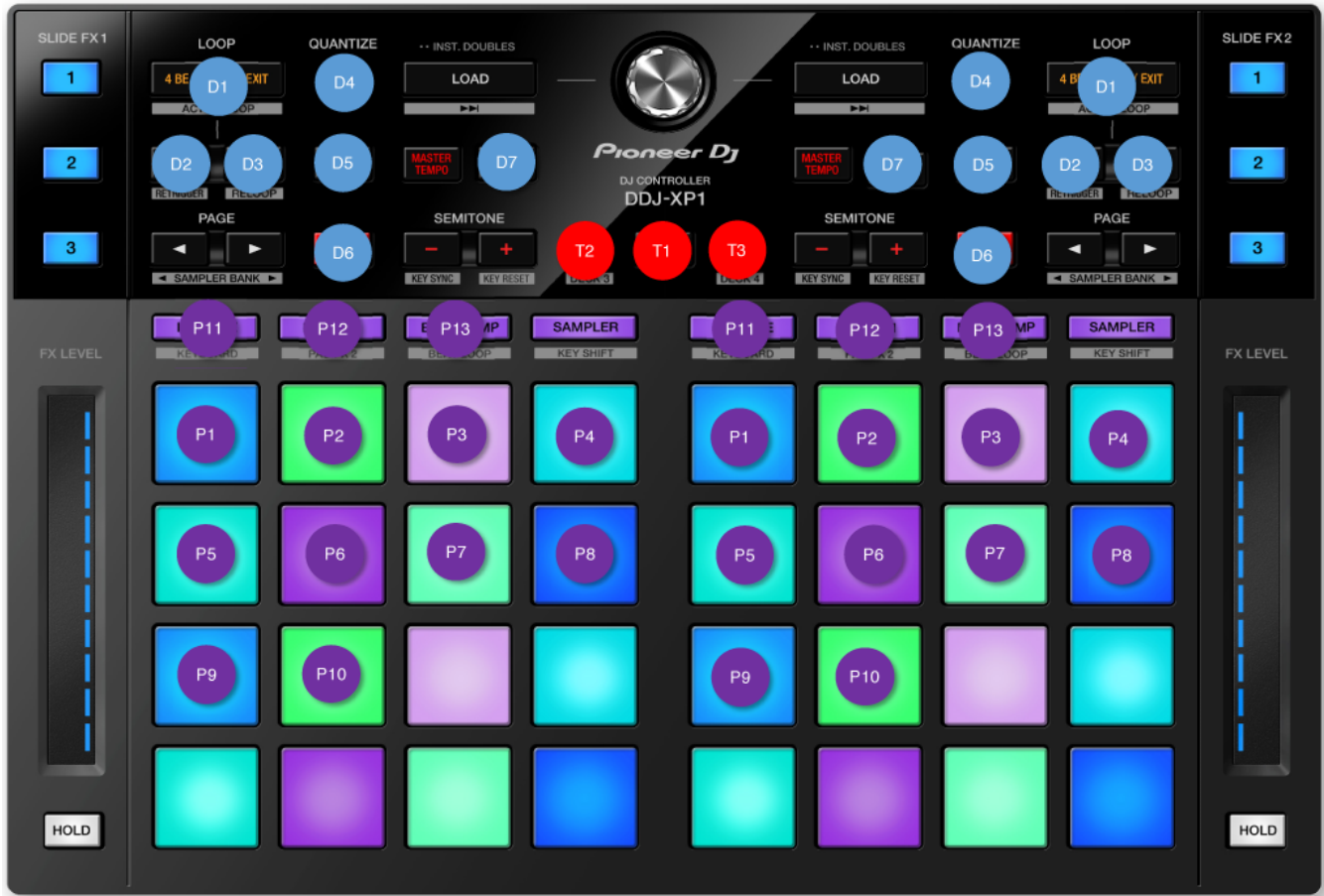


DDJ-XP1

Hardware Diagram for CDJ / XDJ Control



Group	No.	Name	Function	+Shift	
DECK					
	D1	4 BEAT LOOP / EXIT	4 BEAT AUTO LOOP, LOOP OFF		
	D2	IN / 1/2X	SET LOOP IN POINT, LOOP HALF		
	D3	OUT / 2X	SET LOOP OUT POINT, LOOP DOUBLE	RELOOP	
	D4	QUANTIZE	QUANTIZE ON / OFF		
	D5	SLIP REVERSE	SLIP REVERSE		
	D6	SILENT CUE	SLIP MODE ON / OFF		
	D7	BEAT SYNC	BEAT SYNC	SYNC MASTER	
PERFORMANCE PADS					
	P11	HOT CUE	Hot Cue Mode		
	P12	PAD FX1	Loop Mode		
	P13	BEAT JUMP	Beat Jump Mode		
	P1	PERFORMANCE PAD 1	<i>mode</i>		
			<i>Hot Cue</i>	HOT CUE 1	HOT CUE 1 DELETE
			<i>Loop</i>	1/4 BEAT LOOP	
			<i>Slip Loop</i>	1/16 BEAT SLIP LOOP	
			<i>Beat Jump</i>	BEAT JUMP (REV 1)	BEAT JUMP (REV 16)
	P2	PERFORMANCE PAD 2	<i>mode</i>		
			<i>Hot Cue</i>	HOT CUE 2	HOT CUE 2 DELETE
			<i>Loop</i>	1/2 BEAT LOOP	
			<i>Slip Loop</i>	1/8 BEAT SLIP LOOP	
			<i>Beat Jump</i>	BEAT JUMP (FWD 1)	BEAT JUMP (REV 16)
	P3	PERFORMANCE PAD 3	<i>mode</i>		
			<i>Hot Cue</i>	HOT CUE 3	HOT CUE 3 DELETE
			<i>Loop</i>	1 BEAT LOOP	
			<i>Slip Loop</i>	1/4 BEAT SLIP LOOP	

		<i>Beat Jump</i>	BEAT JUMP (REV 2)	
		<i>mode</i>		
P4	PERFORMANCE PAD 4	<i>Hot Cue</i>	HOT CUE 4	HOT CUE 4 DELETE
		<i>Loop</i>	2 BEAT LOOP	
		<i>Slip Loop</i>	1/2 BEAT SLIP LOOP	
		<i>Beat Jump</i>	BEAT JUMP (FWD 2)	
		<i>mode</i>		
P5	PERFORMANCE PAD 5	<i>Hot Cue</i>	HOT CUE 5	HOT CUE 5 DELETE
		<i>Loop</i>	4 BEAT LOOP	
		<i>Slip Loop</i>	1 BEAT SLIP LOOP	
		<i>Beat Jump</i>	BEAT JUMP (REV 4)	
		<i>mode</i>		
P6	PERFORMANCE PAD 6	<i>Hot Cue</i>	HOT CUE 6	HOT CUE 6 DELETE
		<i>Loop</i>	8 BEAT LOOP	
		<i>Slip Loop</i>	2 BEAT SLIP LOOP	
		<i>Beat Jump</i>	BEAT JUMP (FWD 4)	
		<i>mode</i>		
P7	PERFORMANCE PAD 7	<i>Hot Cue</i>	HOT CUE 7	HOT CUE 7 DELETE
		<i>Loop</i>	16 BEAT LOOP	
		<i>Slip Loop</i>	1/3 BEAT SLIP LOOP	
		<i>Beat Jump</i>	BEAT JUMP (REV 8)	
		<i>mode</i>		
P7	PERFORMANCE PAD 8	<i>Hot Cue</i>	HOT CUE 8	HOT CUE 7 DELETE
		<i>Loop</i>	32 BEAT LOOP	
		<i>Slip Loop</i>	3/4 BEAT SLIP LOOP	
		<i>Beat Jump</i>	BEAT JUMP (REV 8)	
		<i>mode</i>		
P9	PERFORMANCE PAD 9	<i>Hot Cue</i>		
		<i>Loop</i>		
		<i>Slip Loop</i>		
		<i>Beat Jump</i>	BEAT JUMP (REV 16)	
		<i>mode</i>		
P10	PERFORMANCE PAD 10	<i>Hot Cue</i>		
		<i>Loop</i>		
		<i>Slip Loop</i>		
		<i>Beat Jump</i>	BEAT JUMP (FWD 16)	
OTHER				
	T1	SHIFT	SHIFT	
	T2	INT / DECK 3		SELECT DECK 1 OR 3
	T3	INT / DECK 4		SELECT DECK 2 OR 4